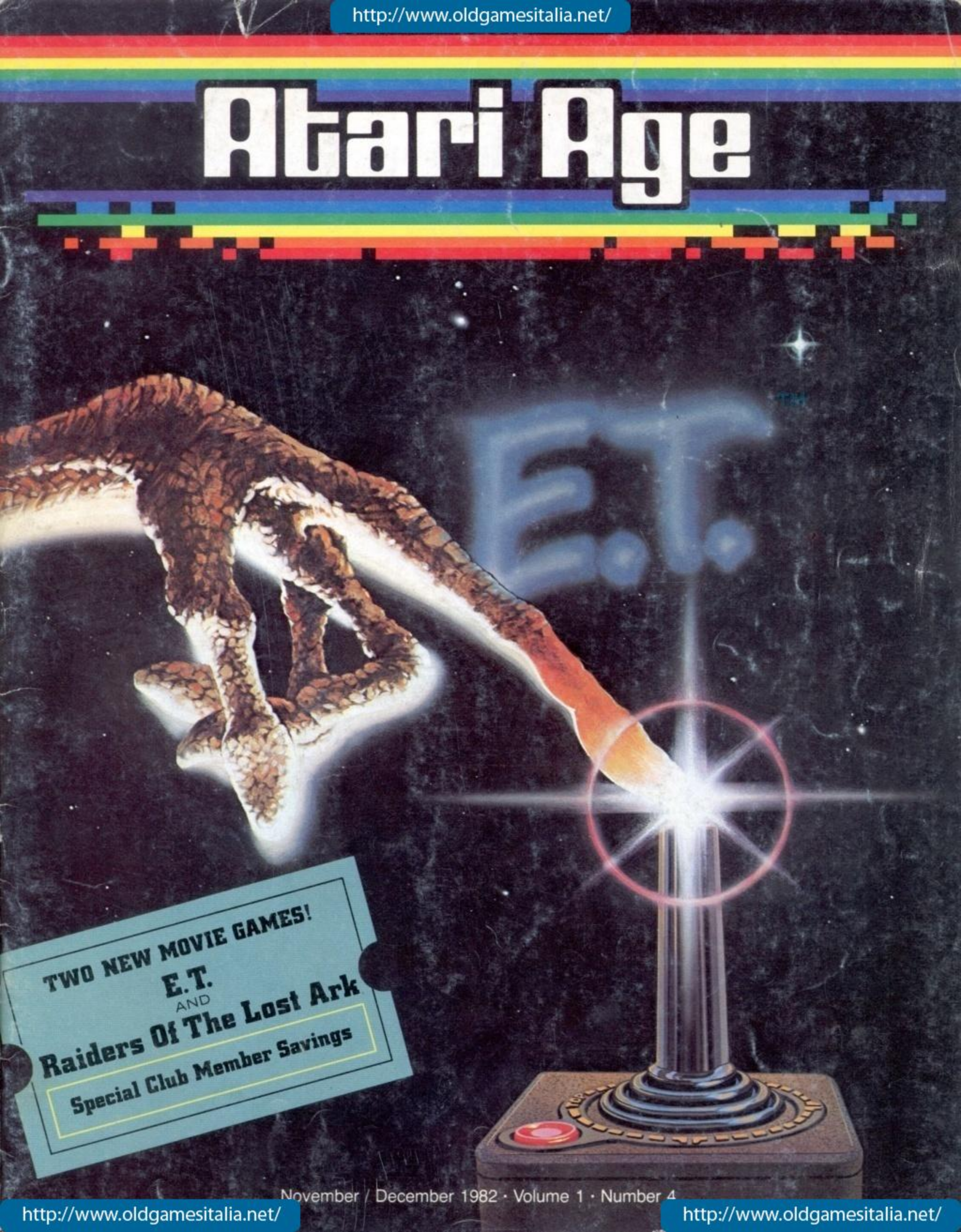
http://www.oldgamesitalia.net/

Atari Age



TWO NEW MOVIE GAMES!

E.T.
AND
Raiders Of The Lost Ark

Special Club Member Savings

November / December 1982 · Volume 1 · Number 4

http://www.oldgamesitalia.net/

http://www.oldgamesitalia.net/

http://www.oldgamesitalia.net/

INSIDE

YOUR ATARI VCS CONTROLLERS

Ever wonder how a push of your joystick sends *Pac-Man* scurrying left or right—how *Defender* deftly ascends and descends at your command—how the clowns' teeter-totter in *Circus Atari* moves smoothly across the bottom of the screen, without teetering (or tottering, for that matter)? You'll find the answers in this insider's look at Atari controllers.

First let's open up a joystick. As you can see in the photograph, there is a white plastic rod inside the black outer sleeve of the joystick. This is called an "XY Insert" by Atari engineers. Notice the round surface at the bottom of the insert—it's the key to the ingenious joystick control system.

In the bottom section of the joystick there is a board with five buttons mounted on it—one off to one side, and four evenly spaced around a central hole. Each of these buttons is an on-off switch. The single one is controlled by the fire button—when the button is pushed, it presses down on this switch, turning it "on." A small metal spring pushes it back up into position.

But how do the other four switches produce eight different kinds of movement—up, down, right, left, diagonally upward to the right or left, and diagonally downward toward the right or left? The answer is that round surface at the bottom of the XY Insert.

When you push the joystick in any direction, it is the round end of the XY Insert which actually makes contact with the on-off switches in the base. When you move the joystick straight up and down or side to side, the base presses against only one button, so you get simple, straight movement. Push the joystick diagonally, though, and that round surface pushes *two* of the switches at the same time. The VCS understands this combination of two "on" signals as an instruction to move diagonally. Presto!—eight kinds of movement with only four switches.

Now let's open the Atari paddle controllers. We find another fire button assembly, and a circular silver-colored apparatus attached directly to the controller knob. This gizmo is a *potentiometer*, usually called a "pot" by engineers.

"Pots" control or measure electrical voltage with great accuracy. They are not rare or unusual devices—"pots" are used in most radios and televisions to control volume. In your paddle controller, the "pot" is used as a voltage control. Turning the knob increases or decreases the voltage which flows through the circuit, and the VCS responds by moving the figure on the screen according to the amount of voltage coming from the controller.

One sidelight on a commonly asked question—what's the difference between the paddle controller and the driving controller? Inside the driving controller are four metal contact points, which close and open an electrical circuit as the controller knob is turned. The information fed to the VCS in this way is another series of "on" and "off" messages, instead of voltage readings produced by the paddle controllers.

One advantage of using a driving controller in steering games is apparent when you hold both a paddle and a driving controller in your hand and twirl the knobs. The paddle controller stops after about three quarters of a turn—the potentiometer has a limited turn radius. With the driving controller, on the other hand, you can spin the knob round and round to your heart's content, making turns as sharp and death-defying as you choose.

Copyright 1982 by Atari Clubs, Inc. All rights reserved. THE ATARI CLUB and ATARI AGE are trademarks of Atari Clubs, Inc. Atari is a registered trademark of Atari, Inc. ATARI GAME CENTER, ATARI FORCE, 5200, GAME PROGRAM, GRAVITAR, VIDEO COMPUTER SYSTEM, and VCS are trademarks of Atari, Inc. E.T. and the E.T. character are trademarks of and licensed by Universal City Studios, Inc. © 1982 Universal City Studios, Inc. All rights reserved. RAIDERS OF THE LOST ARK and INDIANA JONES are trademarks of Lucasfilm Ltd. used by Atari Inc. under license. © Lucasfilm Ltd. (LFL) 1982. VANGUARD is a trademark of and licensed by Centuri, Inc. REESE'S PIECES is a trademark of Hershey Chocolate Co. GALAXIAN is a trademark of Bally Midway Mfg. Co. licensed by Namco-America, Inc. The quote regarding "The Greatest Show on Earth" appearing on page 12 is used by permission of Lucasfilm, Ltd. © 1981.

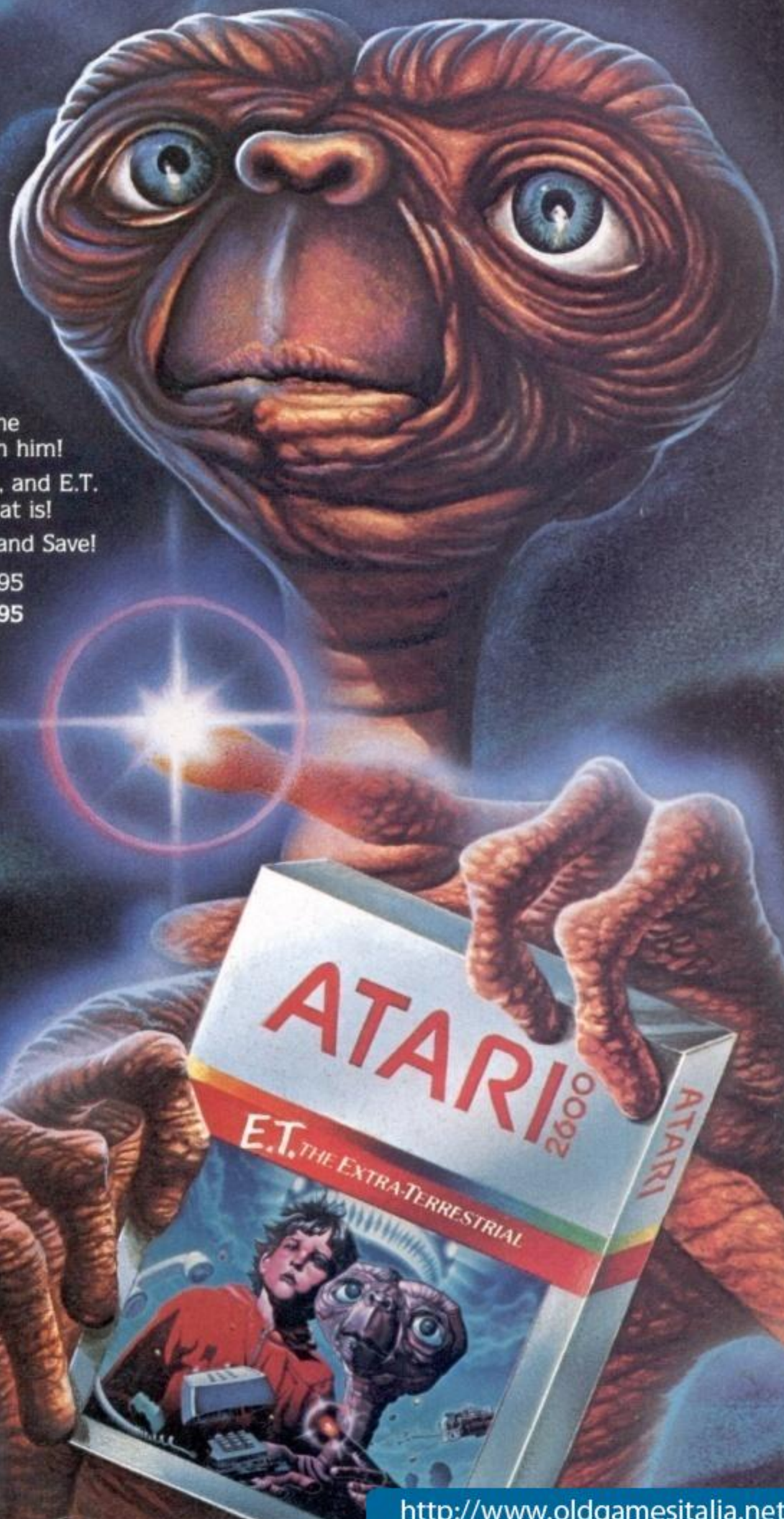
The "Regular Prices" listed in *Atari Age* are the manufacturer's suggested retail prices.

http://www.oldgamesitalia.net/

http://www.oldgamesitalia.net/

http://www.oldgamesitalia.net/

E.T.™ NEEDS YOUR HELP!



He's three million light years from home. His friends will come back and rescue him, if E.T. can "phone home." But he can't do it alone! E.T. needs help from his human friend—and that's you, in Atari's exciting new E.T. video game cartridge!

E.T. and you have plenty of problems to overcome before he can rejoin his fellow extra-terrestrials. There are the government men chasing him, and the scientists who'll do heaven knows what if they catch him!

Play with quick reflexes and sharp strategy, though, and E.T. is safely on his way home—until the next game, that is!

E.T. from Atari arrives in December—Order Today and Save!

Item Code C61 Regular Price $39.95
Club Member Price just $35.95

Call Toll-Free
1-800-345-8600
(Pa Residents call 1-800-662-5180)
or use the convenient
Mail Order Form

DOUBLE FEATURE SAVINGS OFFER!

SAVE $5

Order E.T. or *RAIDERS OF THE LOST ARK* and ANY OTHER CARTRIDGE
TAKE $5.00 OFF Your Total Order!

NEW QUICK DELIVERY SERVICE SPEEDS ALL ADVANCE ORDERS!

The Atari Club now receives all new cartridges in advance—before anyone else! That means we can ship the hottest new games to you faster—you'll be one of the first to get the latest Atari games when you order from the Club!

http://www.oldgamesitalia.net/

http://www.oldgamesitalia.net/

http://www.oldgamesitalia.net/

YOUR TURN

Perry White over at the *Daily Planet* has nothing on me! Poor old Perry only has Jimmy Olsen to rely on as a Cub Reporter—I have a reporting staff of *over 4,000 people!*

When I asked for Cub Reporter contributions in *Atari Age* Issue 2, I expected to hear from a lot of you. But I *never* imagined that over 4,000 Club Members would write in. And the contributions are terrific! I've been knee deep in cartoons, poems, news reports, art work, playing tips—a fantastic assortment!

I've chosen a few favorites for this, our first "Reporters' Page." If you don't see your contribution here, don't give up hope—there'll be another chance in the next issue of *Atari Age*. And if you want to get in on the fun now, Cub Reporter assignments are still open. Just send your contribution to me at 1700 Walnut Street, Philadelphia, PA 19103. If we publish it, you'll receive an Atari Game Program cartridge.

Now, if only Superman were here to help carry all this mail into my office!

SW

READERS REVEAL THEIR HIGH-SCORING SECRETS!

Defender

Dealing with Landers: Landers never fire at their own height across the screen. Therefore, you don't have to worry about fire from a lander flying at your own level.

Dealing with Bombers: The Bomber is the least dangerous of the aliens. At the start of each wave, the bomber is the only alien on the screen with you. It offers little resistance and can be shot easily, but *do not shoot it.* That way, if you lose a ship in the middle of a wave, your new ship will not suddenly face a dangerous Swarmer or Baiter attack, but only a harmless bomber.

from Jim Daues, St. Louis, MO

Night Driver

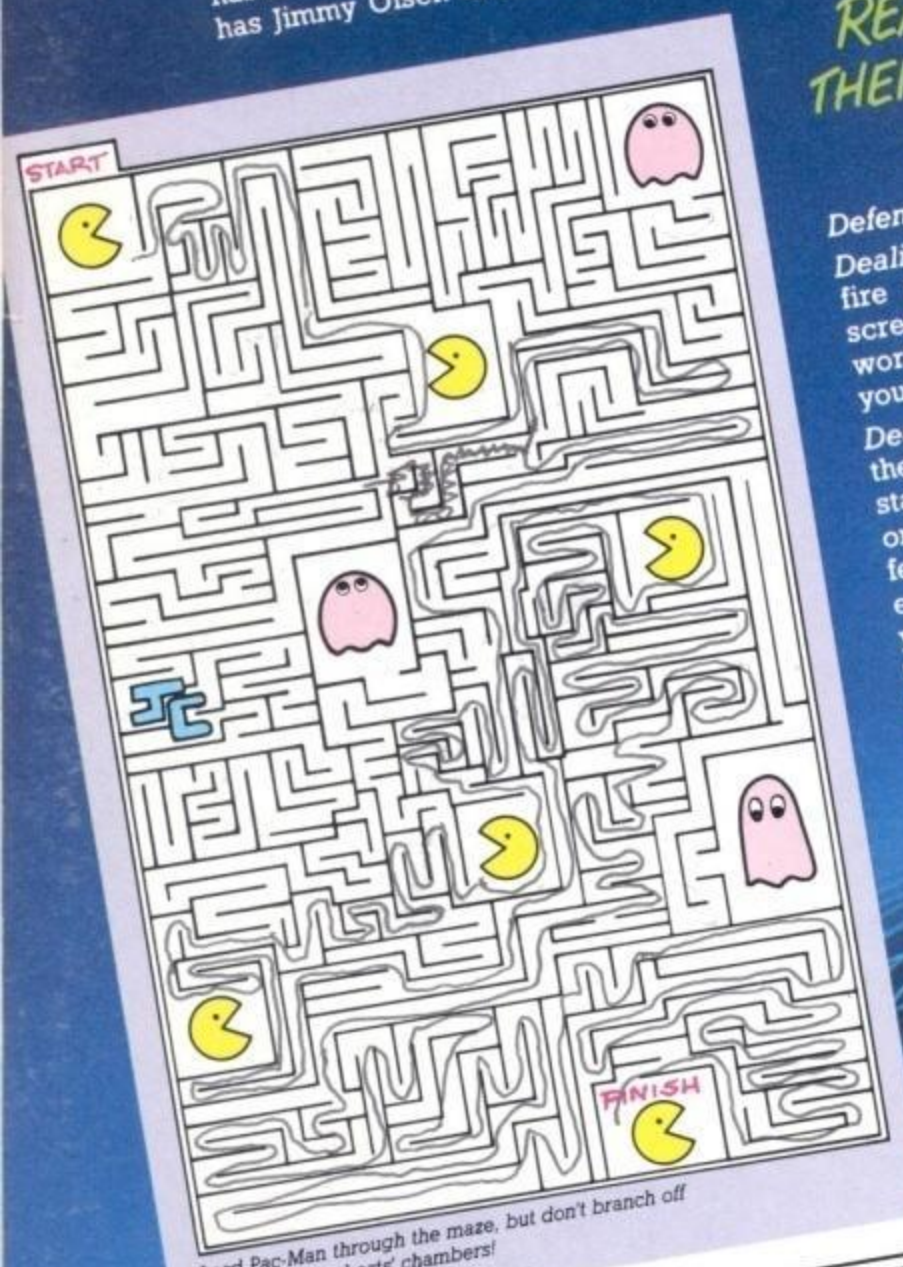
Focus your attention on the two pylons at the top of the screen. They help you know which way to turn.

from Kevin Hall, Melbourne Beach, FL

Adventure

If you need some time to contemplate what to do and a dragon is pursuing you, move your marker so that it is pressing down on the top of a blockade or the bottom of a room. Then you can stop worrying about the dragon—he can't eat you unless you move up.

from Jamie Lantzy, Coraopolis, PA



Lead Pac-Man through the maze, but don't branch off and enter the ghosts' chambers!

from John Clifford, Bridgewater, MA

from David Patterson, Houston, TX

DO YOU HAVE ANY GAMES THAT A FATHER CAN WIN?

LOUIS LAFRANCHISE
LAKE OSWEGO, ORE. 97034
I CAN'T BELIEVE IT, I'M GOING TO BEAT THE ALL TIME HIGH SCORE OF THE WORLD!
OH NO! WHAT HAPPENED?
ATARI
LL.

http://www.oldgamesitalia.net/

http://www.oldgamesitalia.net/

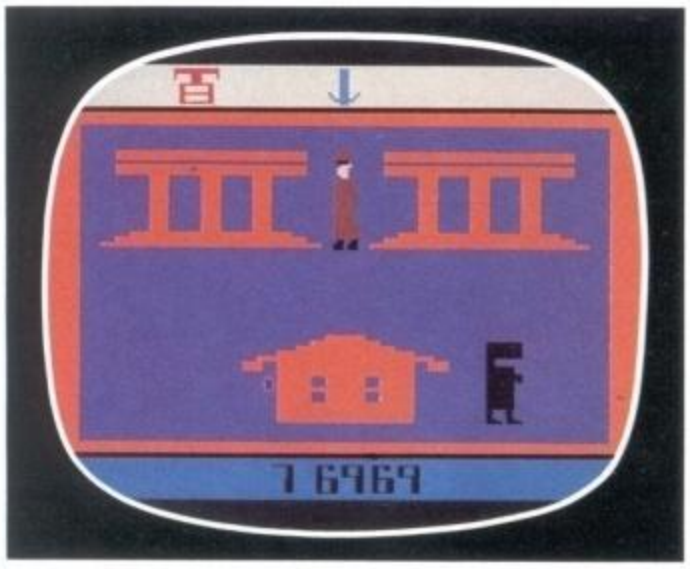
http://www.oldgamesitalia.net/

New Cartridge Report

E.T.™

Atari is bringing E.T. home to *our* homes, in an extraordinary new game cartridge.

For E.T. to reach *his* home, you must first help him to find the 3 pieces of his interplanetary telephone



to call his ship. Then our extra-terrestrial friend has to reach the landing pad in time to be rescued.

The action takes place in seven different sites, including Elliott's house, the FBI building, and the forest landing pad.

And yes, Reese's Pieces are an important part of the action. E.T. gathers them up and trades them in for parts of the phone, or uses them as an emergency supply of quick energy. And he'll need plenty of energy to escape from the Scientist and the FBI agent who are hot on his trail!

Raiders of the Lost Ark

Put this cartridge into your VCS, turn it on, and listen—it's the theme song from *Raiders!* That's just the first surprise in this revolutionary new game from Atari.

The programmer who created the *Raiders* game explained to us that his goal was to create a total videogame world—a complex experience with dozens of new discoveries waiting for intrepid videogame adventurers.

To accept the *Raiders* challenge, use *both* joysticks to guide Indiana Jones through more than a dozen scenes (some are tricky to get to, but worth the effort!) Use weapons (Indiana's trusty whip and pistol), implements (shovel, key, and timepiece, to name just a few), and a handful of magical items, like the mystic Ankh and Chai, to reach your elusive goal—the Lost Ark of the Covenant!

RealSports™ FOOTBALL

14-37-11-10—the quarterback takes the ball and fades back. He runs right to avoid the defensive blitz, spots his receiver running downfield, and tosses a short pass for a six-yard gain. It's fourth and four to go on the 34 yard line. Decision time. Should you try for a field goal? A long pass for the TD? Run for the four yards?

The clock ticks away the seconds as you consider your alternatives. Okay, we'll go for the long pass. Program your play. The hike—the pass—oh no, it's an interception!.

That's right, Atari football is better than ever. Now it's *RealSports Football,* with detailed graphics, lots of plays to choose from, and *the choice of playing against someone else or playing against the computer!* It's the best football ever for the Atari VCS. □

"Official" ATARI HANDSHAKE Revealed!

We met recently with an Atari Vice President (who prefers to remain anonymous), and in the course of our conversation, she let slip the secret of the "official" Atari handshake which has been making the rounds at Atari headquarters. It's too good to keep to ourselves, so we'll share it with you—but remember, we're swearing *all* of you to secrecy on this!

Clasp hands as in a regular handshake.

Lift the other person's thumb and grasp it with your free hand.

Rotate the thumb you're holding, making believe it's a joystick.

http://www.oldgamesitalia.net/

http://www.oldgamesitalia.net/

http://www.oldgamesitalia.net/

THE MAKING OF ATARI FORCE

by Andrew Helfer

They burst onto the scene with Defender—came together as a team in Berzerk—and soared into the multi-dimensional cosmos in Star Raiders. They are the Atari Force, a daring team of adventurers traveling through time and space, carrying the excitement of Atari into the thrill-a-minute world of comic books.

Led by Commander Martin Champion, the heroic Atari Force team has already appeared in three free comic books packed with Atari cartridges—and the adventure is just beginning! Even now, Atari and DC Comics are working on more free comics, each taking the crew of Scanner One to a new world of alien wonder.

But while it takes Scanner One, the mind-boggling multi-dimensional warp cruiser, only seconds to slip into strange alternate realities, it took more than a year of intensive effort to turn the Atari Force itself from an idea into a reality.

Most people don't realize the amount of work that goes into producing a single comic book. From start to finish, an issue of Superman, for example, can take six months to produce. And for Superman, all the characters and situations have been firmly established over more than 40 years of publication. With Atari Force, everything from the characters to the world around them to the sounds of their futuristic laserguns had to be designed from scratch—and fast!

In a flash, a DC creative team was organized. Writers Roy Thomas and Gerry Conway (creators of DC comics bestsellers including Captain Carrot and Firestorm) and well-known superhero artist Ross Andru were called in to design a group of space adventurers and a whole new universe for these characters to inhabit! Dick Giordano, Managing Editor at DC Comics, took charge of the project.

In the beginning there were a few false starts. The group was originally going to be called the "Atarians." They would be an independent group of adventurers who roamed through the galaxy, meeting a variety of interesting aliens. Each adventure would be linked with the type of game the comic would accompany. The comic packed with a strategy game like Concentration would feature the Atarians meeting a small, green, intellectually superior alien called "Braincase." A game of chance like Casino would contain a comic featuring a beautiful female alien superhero named "Ms. Fortune."

http://www.oldgamesitalia.net/

http://www.oldgamesitalia.net/

http://www.oldgamesitalia.net/

After a while, though, the concept began to sound a little weak. First the name "Atarians" was discarded. "It didn't have enough power associated with it," editor Giordano recalled.

Then the concept of the group itself changed. "It began to seem too gimicky," Giordano said. "The ideas for the alien characters themselves were interesting enough, but they seemed too much like the usual superhero comic book alien types. With the Atarians we were aiming for a more believable science fiction vision."

After lengthy brainstorming sessions, the name "Atari Force" became the group's permanent title. And when the name changed, the concept for the comic changed with it. Overnight the project was transformed. The Atari Force became a team of highly specialized astronauts who worked for Atari on Earth in the year 2005 AD. This Earth is quite different from ours, though. Here, the worst has already happened. A five-day nuclear war has all but obliterated civilization. The region once known as the Grand Canyon has become a highly radioactive wasteland, where horribly mutated life forms battle for survival. Cities are in ruins. And the Earth itself is dying. After centuries of abuse, the planet's vast resources have finally run out, to the point where Earth can no longer sustain the human lives that inhabit it.

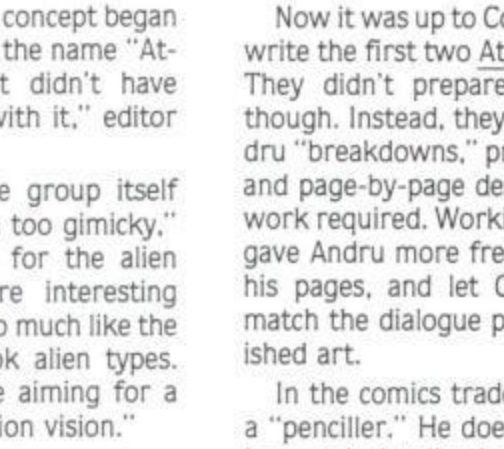
This is the world that the Atari Institute inherits. But rather than sit back and watch the planet slowly die, the Institute makes use of its tremendous technological resources to build Scanner One—the first stage of Project Multiverse. This amazing starship is not only able to travel through space, but through time and into alternate dimensions as well. Somewhere in the infinite multiverse, the Atari scientists reason, there must be some planet capable of sustaining human life —and, as the crew of Scanner One, it is the mission of the Atari Force to find this new homeworld.

PENCILS

Now it was up to Conway and Thomas to write the first two Atari Force adventures. They didn't prepare a complete script, though. Instead, they gave artist Ross Andru "breakdowns," precise, panel-by-panel and page-by-page descriptions of the artwork required. Working from breakdowns gave Andru more freedom as he sketched his pages, and let Conway and Thomas match the dialogue precisely with the finished art.

In the comics trade, Andru is known as a "penciller." He does all the initial drawings and visualizations for a project, but not the finished artwork—many peoples' efforts have to combine before the final art is completed.

When the penciller and the writers had completed their parts of the project, the artwork was sent to John Costanza for lettering. Costanza carefully gave each lettered word or sound effect the proper emphasis by thickening up the key words in each sentence. Look closely at Costanza's work on Atari Force and you will realize how important lettering is in communicating the excitement of the story.



LETTERING

With the lettering complete, the first two issues of Atari Force returned to Dick Giordano who, in addition to being Managing Editor of DC Comics, is one of the top "inkers" in the comics industry. The inker goes over the pencil artist's drawings in india ink, making the final art photographable for engraving and printing. It's a difficult job, requiring a complete knowledge of character design and other nuances that the pencil artist might overlook. Giordano decided to tackle the inking for the Atari Force himself. "Why not?" he said, "I practically lived with these characters for a year—I knew them better than anyone else."

When the black and white artwork was inked, all that remained was the coloring, a task handled by colorist Adrienne Roy. In comics, colorists paint on photostatic copies of the artwork to create a guide for the engraver, who must match every color on the color printing plates. Every area, no matter how small, must be indicated by the colorist, both with color dyes and a complex written color code system. Even something as seemingly insignificant as the color of a fingernail must be indicated with dye and code.

INKING

At this point, the first issues of Atari Force were ready for the printer. The completed comics were shipped to Atari packaging plants in El Paso and Puerto Rico, and within weeks, Atari Force #1 was available in Defender cartridge boxes.

But the story doesn't end there—not by a long shot. The saga of the Atari Force will continue—and expand with every issue. Atari Force #3, "Star Raiders," is an example of this growth. Here the Atari Force lands on a desolate planet, where they encounter a little alien character called a "hukka." "It was a throwaway character, actually," Giordano says, "but when the drawings came in, it looked so cute we had to keep it." The end of the story was adjusted to show the Atari Force taking the hukka back home with them, and now the little orange critter will be featured in all future Atari Force comics.

COLORS

The Atari Force is scheduled to appear in at least four new books to be released with cartridges in 1983. And the space adventurers will also appear in their very own comic magazine! Aptly titled Atari Force, this full-size color giant size magazine will herald the coming of Atari Comics, a complete line of bimonthly magazines available wherever Atari cartridges are sold. Atari Force Magazine #1 will feature a new Atari Force adventure that promises to be a knockout. So sit back and fasten your seatbelts, fans—the Atari Force is really taking off!

ANDREW HELFER is Special Projects Editor for DC Comics in New York.

http://www.oldgamesitalia.net/

http://www.oldgamesitalia.net/

http://www.oldgamesitalia.net/

SNEAK PEEKS

Club Exclusive Cartridge Coming!

Ready for the hottest "Sneak Peek" ever? Early in 1983 (probably in the January/February issue of *Atari Age*), The Atari Club will offer a Game Program cartridge which will be *available to Club Members only!* This cartridge will *not* be sold *at any store* —the Atari Club will be the only place to find it!

We can't tell you the name of the cartridge yet, but we *can* say that it is an adaptation of a major hit arcade video game—one that has literally "climbed to the top" of many game fans' popularity charts. You'll know the name of this super video game when you hear it—and we're sure you'll really "Go for it!"

Get Ready To Spring Into RealSports Action

By now, many of you have already sampled the terrific graphics and gameplay of Atari's new *RealSports* cartridge series. Well, here's more good news for video athletes—the current cartridge release schedule targets April as a spectacular *RealSports* tripleheader! If all goes according to plan, you'll have three more *RealSports* cartridges to choose from—*Soccer, Basketball,* and *Tennis.* And needless to say, The Atari Club will have another moneysaving SuperSports package ready for you when the new RealSports games arrive. We know it's hard to choose from great sports games like these, so we're doing our best to help you get them all.

TV Hit To Hit Home Game Screens

Our sources at Atari have given us advance word on a new game now in development based on a top-rated CBS television series. It's still too early to reveal the name of the show, but we *can* tell you that the game will almost certainly feature some fancy high-speed car driving.

coin video corner

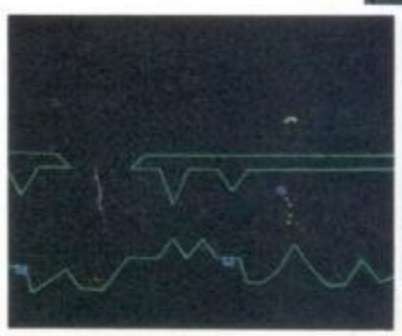
Discover GRAVITAR!

Step up to the console and accept the challenge of *Gravitar!*

You are now the captain of a powerful spaceship exploring new planets and new solar systems. You press "Thrust" and head for one of four hostile planets, shielding yourself as you go from the deadly fire of two alien ships.

Survive this deep-space dogfight and you're ready for your primary mission on each planet—blast the enemy bunkers before they blast you! Destroy all the bunkers and your mission is complete—you can head for higher points and greater perils on the next planet . . . or take your chances with the deadly Red Planet. It can be your entrance to new solar systems . . . or your pathway to doom!

Lightning-fast action, stunning color Quadrascan display, a non-stop barrage of different enemy challenges —that's *Gravitar,* Atari's pulse-pounding new coin video sensation.



http://www.oldgamesitalia.net/

http://www.oldgamesitalia.net/

http://www.oldgamesitalia.net/

RAIDERS of the LOST ARK™

STARRING YOU!

It doesn't matter who you are—
when you play Atari's sensational *Raiders of the Lost Ark* cartridge, you're transformed into Indiana Jones, one of the great swashbuckling heroes of all time!

This adventurous new cartridge recreates the entire pulse-pounding world of *Raiders*. You find yourself in Egypt, land of enchantment ... and treachery! Your mission—find the fabled Lost Ark of the Covenant. There are mysterious clues and dangerous obstacles around every corner. It's not going to be easy—not even for you, Dr. Jones!

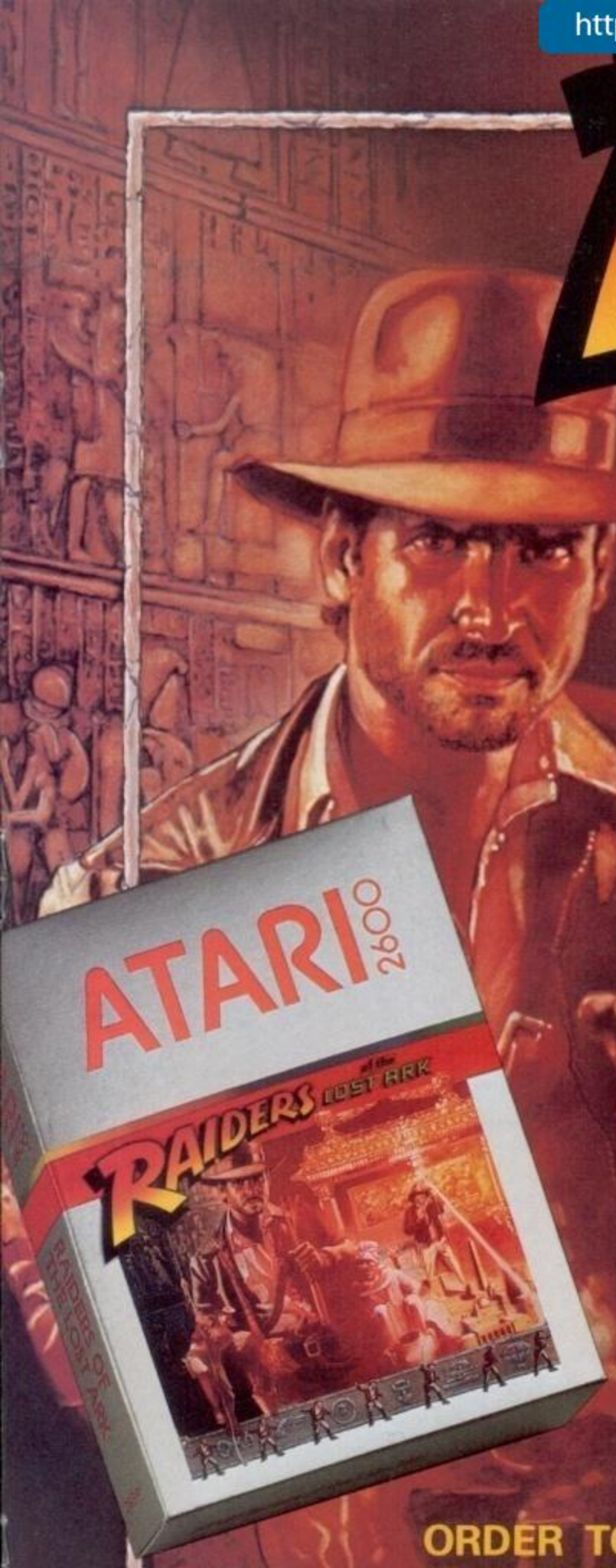
Play *Raiders of the Lost Ark* and you enter another world—a world of Sheiks and Temple Gods, treasure and secret messages, action and surprise. You have everything Indiana Jones had in the movie—your trusty whip and revolver, your uncanny strategy and cunning—plus several magical objects which provide mysterious powers, *if* you can find them. And you'll need all the help you can get, between the thieves and the giant spider and the deadly snakes ....

"Snakes! Why did there have to be snakes ...?!"

Raiders arrives in November—
Order Now and Get It *As Soon As It's Available*
at your *Special Club Member Price!!!*

Item Code C65 Regular Price $37.95

Your Price only $33.95



ORDER TODAY!
CALL TOLL-FREE
1-800-345-8600
(PA Residents Call 1-800-662-5180)
or use the convenient Mail Order Form

DOUBLE FEATURE SAVINGS OFFER

Order RAIDERS OF THE LOST ARK or E.T.
and ANY OTHER cartridge
and take $5.00 OFF your total order!

http://www.oldgamesitalia.net/
http://www.oldgamesitalia.net/

http://www.oldgamesitalia.net/

SO YOU WANT TO BE STEVEN SPIELBERG?

by Steve Morgenstern

"The most successful movie director in Hollywood, America, the Occident, the planet Earth, the solar system and the galaxy" . . . that's what *Rolling Stone* magazine called Steven Spielberg in a recent cover story. If the praise seems wildly exaggerated at first glance, stop and think about Spielberg's extraordinary achievements. He has directed four of the biggest box office successes of all time—*Jaws, Close Encounters of the Third Kind, Raiders of the Lost Ark,* and most recently *E.T.* He has been nominated for two Academy Awards with more likely when *E.T.* comes up for voting in 1983. While most directors remain relatively unknown to the public, people flock to the latest "Spielberg film," confident they'll be thrilled, chilled, excited, captivated, and above all, entertained.

And somewhere, in some dark theatre munching out on popcorn and Reese's Pieces, the Steven Spielberg of filmmaking's next generation is taking it all in, gaining inspiration and ideas by watching the works of today's movie master. Who knows . . . that budding filmmaker could be an *Atari Age* reader . . . perhaps even you! If *you're* planning to follow in Spielberg's footsteps, we'll be happy to give you some background on how little Steven Spielberg of Cincinnati, Ohio became a Hollywood superstar. But be prepared to get to work right away—Spielberg got started when he was just 6 years old!

"The Greatest Show On Earth"

"The first film I ever saw was *The Greatest Show on Earth* by Cecil B. DeMille. That was the first experience I ever had in the theatre. My father said he was taking me to a circus movie, but I didn't register 'movie'—I thought I was going to see a circus.

"I stood in line with him in the cold sleet in New Jersey, and I had always imagined a circus taking place in a tent—it didn't make sense to me. I expected the curtain to open and I'd see real elephants and a real lion tamer. The curtain opened and here was a big piece of white material, and this flat image came on the white sheet, and it was *The Greatest Show on Earth*.

"My first reaction was that my father had betrayed me. He promised me a circus and took me to something that I couldn't quite put my finger on, but was not satisfying in any way. I couldn't smell it, I couldn't climb into it, I couldn't be afraid of it. But as I'm watching the movie, suddenly I'm smelling it, I'm afraid of it, and I'm climbing into it. And by the end of the film, I was really jazzed.

"I remember most about *The Greatest Show on Earth* the elephants and the train crash. I remember the spectacle. And perhaps that is a clue to the kind of movies I've been making."

That's how Steven Spielberg recalls his earliest involvement with movies. And it wasn't long afterward that he got his first "big break." It came when he was eight years old. His father received an 8mm movie camera as a Father's Day present. Steven quickly became very critical of the home movies Dad was taking . . . so critical, in fact, that finally his father said, "If you're so smart, why don't you do it yourself!" And that's just what young Steven did, recording family trips and events with Dad's camera until, at age 12, he got his own Kodak and, with it, more elaborate moviemaking plans.

Starring Boy Scouts, Bullies, And Little Sisters

He began writing complex scripts, complete with special effects and a cast of "volunteers." Spielberg has described himself as a "wimp" during his high school years—the other kids in his gym class reportedly called him "the retard." As the director of his own films, though, he could have fun *and* win the respect of his schoolmates. He convinced neighborhood kids to perform in his films (and then charged them a quarter to watch the completed movie). When he was 13, he won himself a photography merit badge by starring his

---

**Worldwide fame, lots of money,
work you love to do, and a real coin video machine
in your office—it sounds pretty good.
But if you want to follow in the footsteps of
E.T.'s creator, you'd better get moving!**

---

http://www.oldgamesitalia.net/

http://www.oldgamesitalia.net/

http://www.oldgamesitalia.net/

Boy Scout troop in a 3-minute Western called *Last Shootout*. And when he was threatened by a class bully, Spielberg gained control of the situation by starring his tormentor in one of the heroic war epics he filmed in a local empty lot.

© MGM/UA Entertainment Co.

Poltergeist Spielberg learned how to scare audiences by practicing on his little sisters.

His family also formed a major part of young Steven's acting company. The Spielbergs' only son convinced his three younger sisters to star in a whole series of gory horror films, killing them off several times over before he turned 16. Steve's Mom got involved too—she was in charge of supplying the cast and crew with cold cuts. Her catering service even branched out into the special effects department once, when her son convinced her to cook up a batch of cherries jubilee in a pressure cooker until it exploded. He then filmed the resulting crimson mess, and used it in one of his horror films.

Mom wasn't the only one who could be conned into helping the fledgling director with his projects. For one of his minor epics, he convinced a hospital to close off a wing so he could shoot on

© 1977 Columbia Pictures Industries, Inc.

Close Encounters A "remake" of a film Spielberg made when he was 16.

location there. He even talked a local airport into closing a runway so he could shoot a scene for one of his films!

Teenage Terror

Looking through the list of Spielberg's teenage films, we find the roots of many of the movies he's made as an adult. Until *E.T.* arrived, the basic quality of a Spielberg film was its ability to scare the audience half to death. That's what people came to see in his first major commercial success, *Jaws*, and it's still an important part of the Spielberg appeal, as seen this past summer in the bloodcurdling *Poltergeist*.

The on-screen terrors of *Poltergeist* came as no surprise to Spielberg's younger sisters, though. In addition to playing roles in their teenage brother's ketchup-drenched horror films, they experienced young Steven's love of scaring audiences on a first-hand basis. How could they forget the times he hid beneath little Annie's window when she went to bed and intoned in an eerie voice, "I am the *mooooon*!" And that's not young Spielberg at his worst, either. He once cut off the head of his sister Nancy's doll and served it to her on a platter, surrounded with lettuce and tomato! Given a background like that, we can all be grateful he turned his talents to directing!

The First "Close Encounters"

Spielberg's fascination with space was also apparent in his earliest work. In fact, the first feature film he wrote, directed, and filmed was a 2½ hour, 16mm production called *Firelight*, which dealt with a group of scientists trying to unravel the mystery of a strange group of lights in the sky. As Spielberg told one interviewer, "*Close Encounters* is really a remake of a film I wrote and directed when I was sixteen."

Firelight was also Spielberg's first "commercial" film. He rented out a theater in Phoenix and made back the $500 cost of the film in one night's showings!

A 20-Year-Old Professional

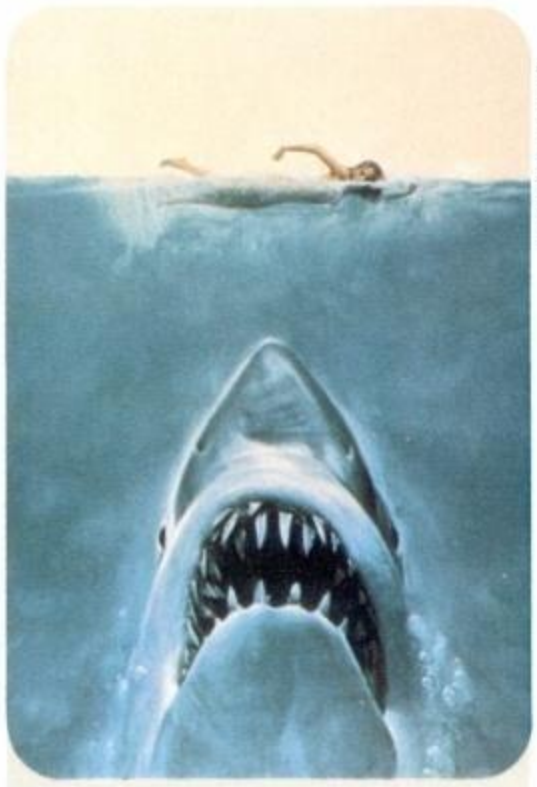
Spielberg's father wanted his son to follow in his footsteps and become a computer engineer. His son knew what *he* wanted, though, and that was Hollywood. When he graduated from high school, he looked toward the major universities with noted film programs—NYU and UCLA—but didn't have the grades to get in. Instead he enrolled at California State College, where he majored in English. He went to the movies constantly during his college years, and continued making his own films as well. He also made a habit of hanging out at movie studios, picking up pointers whenever he could sneak onto a set.

After graduating with a B.A. in 1970, he came to the attention of Universal Pictures based on a 22-minute student film called *Amblin'*.

Spielberg himself later called the film "a Pepsi commercial," but the beautifully photographed chronicle of a boy and girl hitchhiking from the Mojave Desert to the Pacific was good enough to win two film awards, and received an enormous audience when Universal distributed it nationwide accompanying the mammoth hit, *Love Story*. The studio gave the 20-year-old director a seven-year contract, and his professional career was on its way!

"He's A Kid"

Learning about Steven Spielberg's teenage filmmaking efforts is more than an exercise in movie history—it's a key



© Universal City Studios

Jaws Bringing to life our childhood fears of "something" lurking in the water.

to understanding the work he's doing today, and his enormous popularity. Lawrence Kasdan, the screenwriter for *Raiders of the Lost Ark*, summed it up well when he said of Spielberg, "He's a kid, and he responds to film as a kid."

Thinking about Spielberg's films to date, we can see that Kasdan is right—each film reflects an emotion that every child experiences, whether it's the fear of evil things in the water brought to life in *Jaws*, the swashbuckling play-acting heroism of *Raiders of the Lost Ark*, or the wide-eyed wonder staring up at the stars in *Close Encounters* and *E.T.* His moviemaking is sophisticated and technologically complex, but the films touch us on a level of simple, basic emotions few artists can reach.

And somehow, it makes Spielberg's success story particularly pleasing when we realize that all this attention is going to someone who combines wonderful technical skill with the ability to remind each of us how it feels to be six years old and see your first movie. □

http://www.oldgamesitalia.net/

http://www.oldgamesitalia.net/

http://www.oldgamesitalia.net/

the Clubhouse Store

NEW FROM ATARI!

Just arrived—The ATARI 5200

You've read about it for months in *Atari Age* — now it's finally ready. The Atari 5200 is absolutely the most advanced video game system available today. Incredible graphics and sound effects—controllers with extraordinary responsiveness—convenience features like a pause button to interrupt game play, and a deluxe switchbox that lets you change over from TV viewing to game playing without touching your TV set! But the most exciting part of the Atari 5200 is the games themselves. At last you can bring home versions of arcade hits like *Galaxian, Missile Command, Defender,* and *Pac-Man* which *look* and *play just* like the originals, and beautifully detailed sports games too. If you want the finest video game system available, this is the system you've been waiting for!

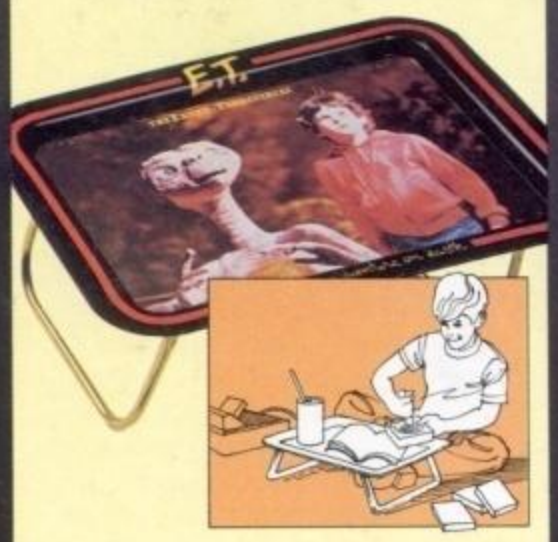
ATARI 5200 (comes with *Super Breakout* cartridge)
Item Code A60 $249.95

ATARI 5200 GAME CARTRIDGES

Galaxian	Item Code G01	$39.95
Missile Command	Item Code G02	$31.95
Space Invaders	Item Code G03	$31.95
Star Raiders	Item Code G04	$39.95
Soccer	Item Code G05	$31.95
Pac-Man	Item Code G06	$39.95
Defender (available December)	Item Code G07	$39.95
Football (available December)	Item Code G08	$31.95

IMPORTANT NOTICE! Atari 5200's are being produced in limited quantity. The Atari Club has acquired a number of these first 5200's for our members, but *there is a strictly limited supply available at this time.*

We will fill orders on a first-come first-served basis while the supply lasts.

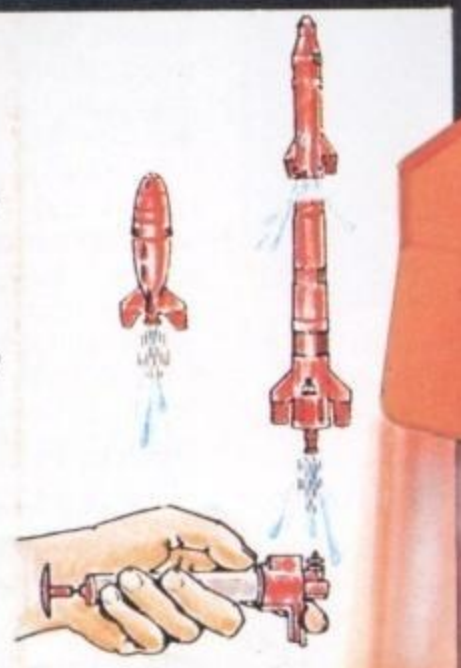


Extra-Terrific E.T. Tray! Want to play your exciting new *E.T.* game cartridge sitting on the floor, or in bed? Here's the perfect play tray for you! The Atari VCS console fits perfectly on this sturdy tray, with folding legs and an irresistible design—E.T. and Elliott gazing up at the extra-terrestrial's descending spaceship.

Item Code A59 $5.95

Blast Off!
Shoot for the stars with this incredible rocket package. Pour some water into the two-stage rocket, then pump it up with the air pump and let it soar! The first stage travels *200 feet up,* then the second stage takes over and boosts your rocket *another 100 feet into the air!* Comes complete with the two-stage 12-inch-tall rocket, an additional 6-inch anti-missile rocket, funnel, piston stem, and air pump.

Item Code A57 $9.95



http://www.oldgamesitalia.net/
http://www.oldgamesitalia.net/

http://www.oldgamesitalia.net/

CONTEST

There are six Atari video games shown in the boxes below. What's that—they don't *look* like any of the Atari video games you've seen? Well, this *is* a contest, after all. What you see here are the *names* of six Atari games, represented sound by sound in pictures.

For example, if the picture clues were the following: they would represent "foot" and "ball," and the answer

then would be *Football*. Easy, right?

Now let's see how you do on the six actual contest puzzles. Some of them are kind of tricky, but stick with it—there's a terrific Atari 5200 for the grand prize winner of the Picture Clues Contest!

Winners will be selected in a random drawing from all correct entries received by January 15, 1982.

PRIZES

One **FIRST PRIZE WINNER** will receive an **Atari 5200 Advanced Game System!**

Five **SECOND PRIZE WINNERS** will receive an **Atari Game Program Cartridge** of their choice!

Twenty **THIRD PRIZE WINNERS** will each receive an **Official Atari Digital Watch!**

200 **FOURTH PRIZE WINNERS** will receive an **Official Atari Frisbee!**

HOW TO ENTER Complete the order and entry forms and send them together in the envelope provided. To order *before* entering the contest, just phone our toll-free 800 number, and send in your completed contest entry later.

Final judging and drawings will be held on January 30, 1983, and winners will be announced in the March/April issue of *Atari Age*.

Contest void in Florida, North Dakota, Ohio, and West Virginia. Employees of Atari, Inc. and other Warner Communications Companies and their families are not eligible to win. Decisions of the judges will be final.

Actual odds of winning will be determined by the total number of valid entries submitted. Based upon the number of actual entries submitted in the "Code-Cracking Contest," the chance of winning a prize will be 1 in 655.

Estimated prize value: first prize, $300; second prize, $35; third prize, $25; fourth prize, $4.

solution section

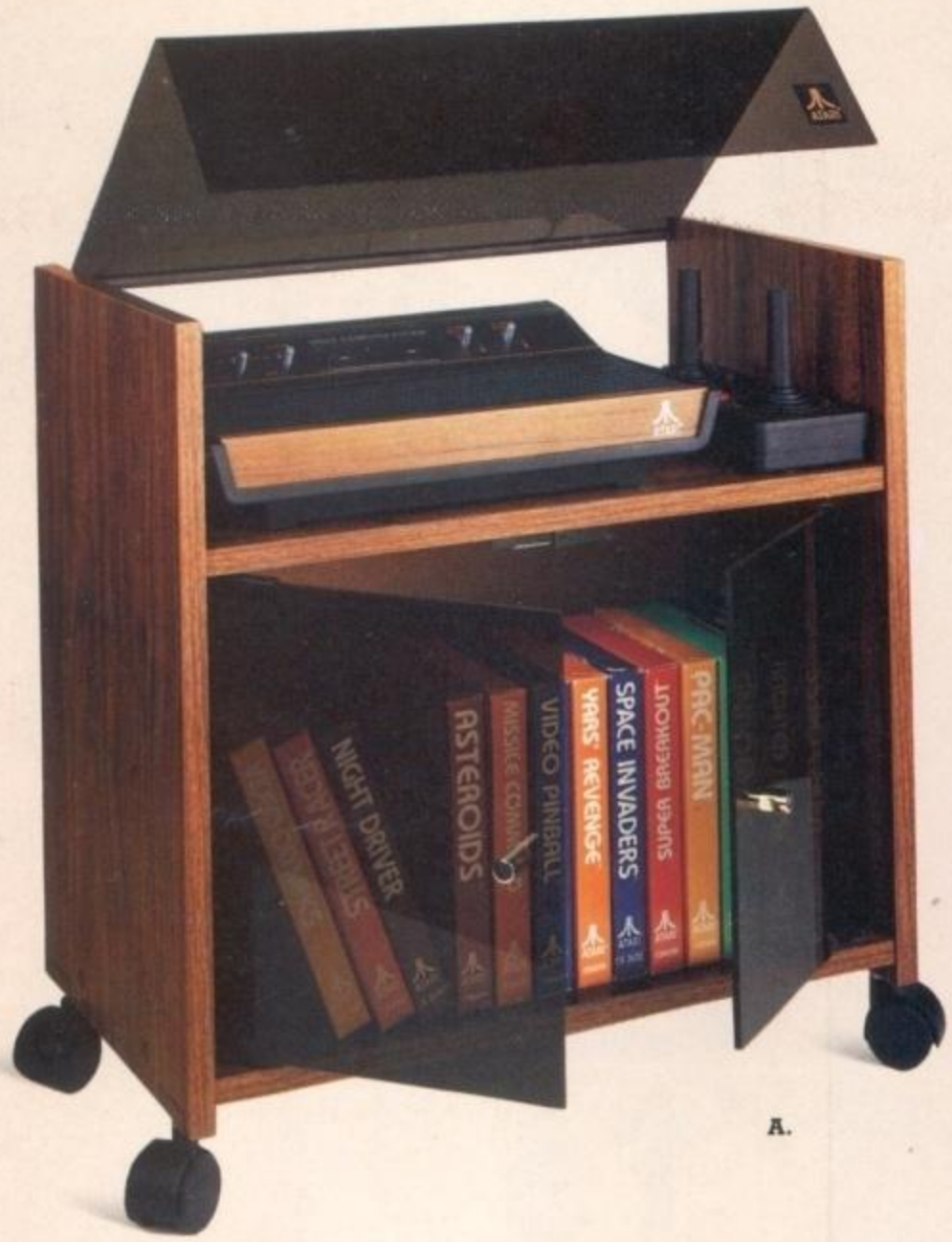
The winner of the Atari Club's "Code-Cracking Contest," which appeared in the July/August issue of *Atari Age*, is (drum roll, please) ... Jim Nelson of Baltimore, Maryland. The correct response—Well, officer, I hate to disturb him. He's right in the middle of an Atari video game. A note of special commendation goes to one of our third prize winners, Jose Nario Jr. of Long Island City, New York. Jose designed a computer program to help him work out the solution!

http://www.oldgamesitalia.net/

http://www.oldgamesitalia.net/

http://www.oldgamesitalia.net/

the Clubhouse



A.

A. ONLY FROM THE ATARI CLUB! The best way to keep your Atari equipment neat and easy-to-reach—the Atari Organizer. Leave your game console in this handy roll-about unit—lift the cover and you're ready to play! Holds all your cartridges, game books, and controllers. Sturdy solid-core construction, smoked acrylic doors and dust cover. Measurements: height 20½", width 20", depth 11¼". Assembly required.

Item Code A43 $49.95

C.

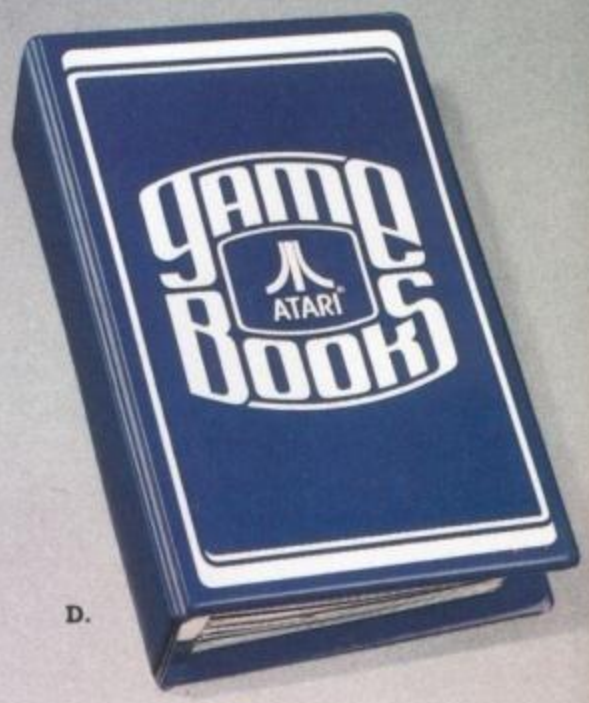
C. Always Ready For Atari Action! Just flip up the dust cover of this terrific tabletop Game Center and you're ready to play! The bottom compartment holds your controllers and up to 27 cartridges and game books. Protects your system from dust and dirt—keeps your games at your fingertips.

Item Code A09 $39.95

B.

B. Clobber Cartridge Clutter! Store up to 14 cartridges in this modular unit which stands on its own or hangs on the wall. Modular Cartridge Library units interlock, lets your storage system grow as your collection grows.

Item Code A07 $14.95



D.

D. Keep Game Instruction Books at Your Fingertips. Game books are essential for Atari enjoyment—but try to keep track of them! Here's the perfect answer—the Atari Game Book Binder. Holds up to 22 books without punching holes in them—prevents loss and wear.

Item Code A51 $8.95

Available only from The Atari Club!

http://www.oldgamesitalia.net/

http://www.oldgamesitalia.net/

http://www.oldgamesitalia.net/

ATARI '82 IN REVIEW

Super Breakout! Pac-Man! Defender! E.T.! 1982 has been an incredible year for Atari fans. To celebrate the end of the best video game yet, we'd like to provide a handy checklist of all the year's new Atari Game Program cartridges, *and* a special money-saving offer to help add more Atari '82 excitement to your cartridge collection.

- ☐ **SUPER BREAKOUT** Jan.
- ☐ **HAUNTED HOUSE** Feb.
- ☐ **PAC-MAN** March
- ☐ **YARS' REVENGE** May
- ☐ **DEFENDER** June
- ☐ **MATH GRAN PRIX** July
- ☐ **DEMONS TO DIAMONDS** July
- ☐ **BERZERK** Aug.
- ☐ **STAR RAIDERS** Sept.
- ☐ **SWORDQUEST EARTHWORLD** Oct.
- ☐ **REALSPORTS BASEBALL** Oct.
- ☐ **REALSPORTS VOLLEYBALL** Oct.
- ☐ **RAIDERS OF THE LOST ARK** Nov.
- ☐ **REALSPORTS FOOTBALL** Dec.
- ☐ **E.T.** Dec.

Get In On The Club's

DOUBLE FEATURE SAVINGS OFFER!

Order *Raiders of the Lost Ark* or *E.T.* and *any other cartridge* and take $5.00 off your total order!

ORDER NOW!

CALL TOLL-FREE 1-800-345-8600

(PA Residents Call 1-800-662-5180)
or use the convenient Mail Order Form

http://www.oldgamesitalia.net/

http://www.oldgamesitalia.net/

http://www.oldgamesitalia.net/

SAVE ON ALL ATARI CARTRIDGES

for club members only!

We think Atari Club members deserve special treatment —and that's what you get when you order your Game Program cartridges from The Atari Club.

- Start with discount prices on every Game Program cartridge Atari makes.
- Check out the Club's exclusive special offers, like our Double Feature Savings Offer on page 3. These exciting "Members Only" deals save you even more money on the hottest new Atari games.
- Then add our new quick-delivery service—order Atari cartridges in advance and they'll arrive at your home as soon as they're released.

No more wondering when a new cartridge has come out . . . no more searching from store to store . . . no more "Sorry, we're sold out" . . . You're an Atari Club Member! You get special service, special moneysaving offers, and special prices on every Atari cartridge.

We've said it before and we'll say it again—it really pays to be an Atari Club Member!

ORDER NOW AND SAVE!
CALL TOLL-FREE
1-800-345-8600

(PA residents call 1-800-662-5180)
Or use the convenient Mail Order Form

	REGULAR PRICE	CLUB MEMBER PRICE
SPORTS ARENA		
☐ Basketball C06	$12.95	$ 9.95
☐ Bowling C07	12.95	9.95
☐ Football C17	12.95	9.95
☐ Golf C18	12.95	9.95
☐ Home Run™ C20	12.95	9.95
☐ Pelé's Soccer™ C28	12.95	9.95
☑ RealSports™ Baseball C56	26.95	24.95
☐ RealSports™ Football C58	26.95	24.95
☐ RealSports™ Volleyball C57	26.95	24.95
☐ Video Olympics™ C39	22.95	19.95
ADVENTURE TERRITORY		
☑ Adventure C01	$31.95	$28.95
☐ E.T.* C61	39.95	35.95
☑ Haunted House C43	26.95	24.95
☐ Raiders of the Lost Ark** C65	37.95	33.95
☑ Superman‡ C35	31.95	28.95
☐ SwordQuest™ EarthWorld™ C51	37.95	33.95
SKILL GALLERY		
☐ Breakout® C09	$22.95	$19.95
☐ Super Breakout™ C42	31.95	28.95
☐ Circus ATARI® C12	26.95	24.95
☐ Demons To Diamonds™ C48	26.95	24.95
☐ Human Cannonball C21	12.95	9.95
☐ Maze Craze™ C23	26.95	24.95
☑ Pac-Man‡‡ C44	37.95	33.95
☐ Sky Diver® C29	12.95	9.95
☐ Video Pinball C40	31.95	28.95
SPACE STATION		
☐ Asteroids™ C03	$37.95	$33.95
☑ Berzerk‡‡‡ C49	31.95	28.95
☑ Defender† C46	37.95	33.95
☐ Missile Command™ C24	31.95	28.95
☐ Space Invaders†† C31	31.95	28.95
☐ Space War C32	12.95	9.95
☑ Star Raiders™ C50	39.95	35.95
☐ Yars' Revenge™ C45	31.95	28.95
COMBAT ZONE		
☐ Air-Sea Battle™ C02	$22.95	$19.95
☐ Canyon Bomber® C10	22.95	19.95
☑ Combat C14	22.95	19.95
☐ Outlaw® C27	22.95	19.95
☐ Surround™ C33	12.95	9.95
☐ Warlords™ C41	31.95	28.95
RACE TRACK		
☐ Dodge 'Em™ C16	$22.95	$19.95
☑ Indy 500 C22	39.95	35.95
☑ Night Driver® C25	26.95	24.95
☐ Slot Racers™ C30	12.95	9.95
☐ Street Racer™ C34	12.95	9.95
CLASSICS CORNER		
☐ Backgammon C04	$26.95	$24.95
☐ Casino™ C11	26.95	24.95
☐ Othello††† C26	12.95	9.95
☐ 3-D Tic-Tac-Toe C36	12.95	9.95
☐ Video Checkers™ C37	12.95	9.95
☐ Video Chess™ C38	26.95	24.95
LEARNING CENTER		
☑ Basic Programming C05	$26.95	$24.95
☐ Brain Games C08	12.95	9.95
☑ Codebreaker™ C13	22.95	19.95
☐ A Game Of Concentration C15	22.95	19.95
☐ Hangman C19	22.95	19.95
☐ Math Gran Prix™ C47	22.95	19.95

* E.T. is a trademark of Universal City Studios, Inc. used by Atari, Inc. under license.

** Raiders of the Lost Ark is a trademark of Lucasfilm Ltd. used by Atari, Inc. under license.

‡ Trademark of DC Comics, Inc.

‡‡ Pac-Man is a trademark of Bally Midway Mfg. Co. licensed by Namco-America, Inc.

‡‡‡ Berzerk is a trademark of Stern Electronics, Inc.

† Trademark of Williams Electronics, Inc.

†† Trademark of Taito America Corp.

††† Othello® is a registered trademark of CBS, Inc. for its strategy disc game and equipment.

http://www.oldgamesitalia.net/

http://www.oldgamesitalia.net/

http://www.oldgamesitalia.net/

the ATARI® club™
1700 WALNUT STREET
PHILADELPHIA,
PENNSYLVANIA 19103

PEEL OFF LABEL
AND AFFIX
TO ORDER FORM

BULK RATE
U.S. POSTAGE
PAID
THE ATARI CLUB

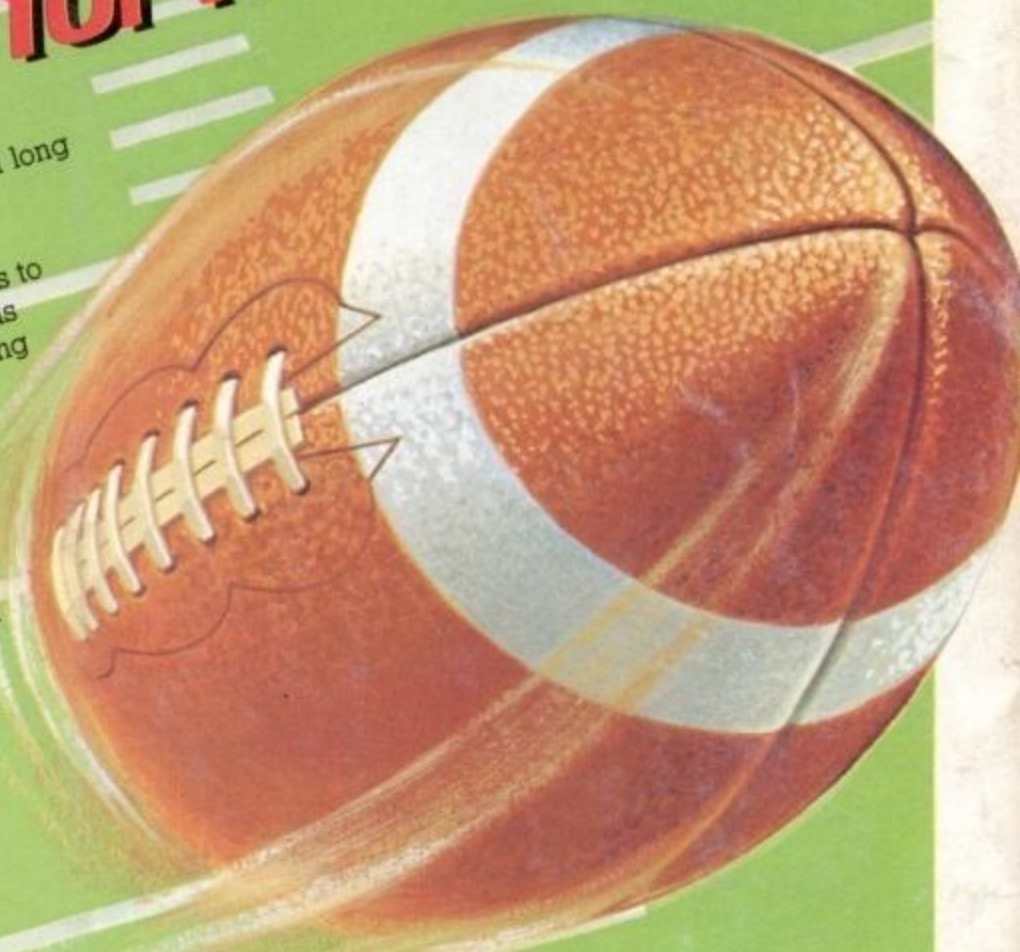
RealSports Football it's not just for kicks!

Sure you get to do lots of kicking when you play Atari *RealSports Football*—like punting on fourth down and long yardage, and booting one over the goalposts for a game-winning field goal.

But video athletes will need more than talented toes to win on the RealSports field—you'll have your hands full too, blocking and tackling, intercepting, running tricky patterns on the ground, and taking to the air with the long bomb to a deep receiver.

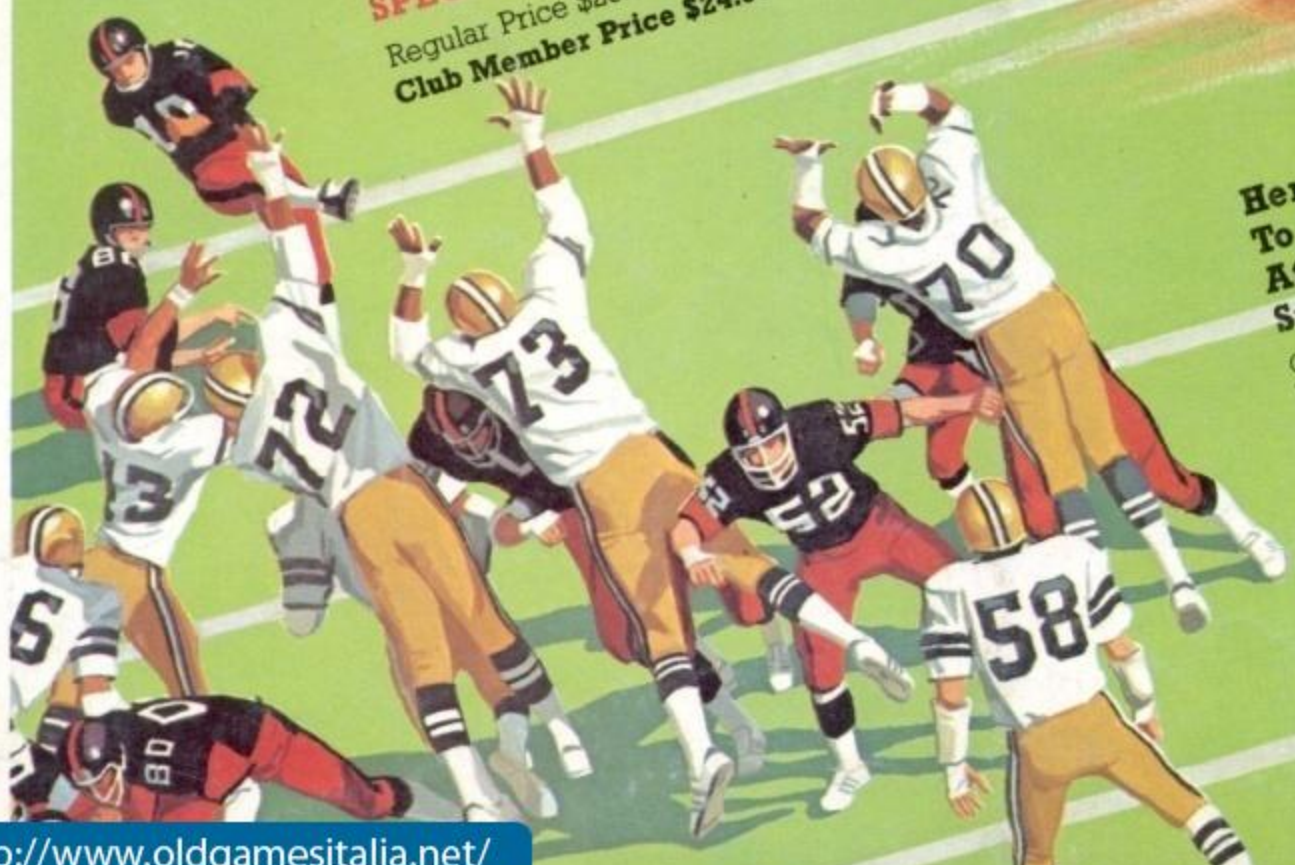
It's the ultimate football game for armchair quarterbacks of all ages—football for one or two players—*RealSports Football!*

RealSports Football kicks off in December—Have it delivered as soon as it's released!



ORDER TODAY AT YOUR SPECIAL MEMBER PRICE

Regular Price $26.95
Club Member Price $24.95



Here's Your Last Chance To Get In On The Atari Club's SuperSports Savings Package

Get *RealSports Baseball*, *RealSports Volleyball*, and *RealSports Football*—regular combined price $80.65—and pay only $60 for all three.

YOU SAVE OVER $20.00!

ORDER NOW!
CALL TOLL-FREE
1-800-345-8600

(PA Residents Call 1-800-662-5180) or use the convenient Mail Order Form.

http://www.oldgamesitalia.net/
http://www.oldgamesitalia.net/